

PALACE THEATER

# SHOW INTEL

Season 2025–2026 | Issue 3: Clue

## Clue

LIVE ON STAGE!



The Company of the Second North American tour of CLUE. Photo by Evan Zimmerman for MurphyMade

## ABOUT THE SHOW

Murder and blackmail are on the menu when six mysterious guests (plus a butler and a maid) assemble at Boddy Manor for a night they'll never forget!



Was it Mrs. Peacock in the study with the knife? Or was it Colonel Mustard in the library with the wrench?

Based on the fan-favorite 1985 Paramount Pictures movie and inspired by the classic Hasbro game, **CLUE** is the ultimate whodunnit that will have you dying of laughter and keep you guessing until the final twist.



## LET THE GAMES BEGIN!

- The first title for the board game was *Murder!* but was changed to *Cluedo* before publication in England. The name comes from a combination of the words Clue + Ludo (Latin for “I play,” also the name of another popular strategy game).
- It was shortened to *Clue* for the North American market.
- In the English version of the board game, the murder victim is called Dr. Black, while in the U.S. version, it's Mr. Boddy. Some current versions of the game call the victim Boddy Black.
- Reverend Green was changed to the secular Mr. Green for the American market, and Nurse/Chef White became Mrs. White (and Dr. Orchid in some subsequent game versions).
- *Clue* has sold over 150 million boards and was inducted into the National Toy Hall of Fame in 2017.

**WATCH  
THE TRAILER**



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# IT HAPPENED LIKE THIS...

The board game was created by British musician and factory worker Anthony E. Pratt while he was sheltering from air raids during World War II. Inspired by popular detective novels and murder mystery parties in hotels, the game initially featured 10 characters, 9 weapons, and 11 rooms. By the time the game was released by game manufacturer Waddingtons in 1949, it was edited to its current format (6 characters, 6 weapons, and 9 rooms). It was bought by the American company Parker Brothers and is now owned by Hasbro.

Forty years ago (1985), the film *Clue* appeared in movie theaters, adding new characters (including the butler Wadsworth and the maid Yvette) to the mix. The film was written and directed by British director, writer, and actor Jonathan Lynn (*My Cousin Vinny*, *The Whole Nine Yards*, & *Yes, Minister*). With its hilarious antics, witty dialogue, and iconic performances, the film has become a global fan favorite.



The movie had three possible endings, with different versions of the film sent to theaters across the country. Once the film was released to home video, all three endings were included together.

Lynn's screenplay was adapted into a stage play by Sandy Rustin, with additional material by Hunter Foster and Eric Price. **The stage version of *Clue* had its world premiere in 2017 and has become one of the most-frequently produced plays, both regionally and in schools.**

Based on both the film and the board game, *Clue* brings you the familiar color-coded characters, complex plots, spooky mansion shenanigans, and game-board murder weapons. Throw in a little McCarthyism Red Scare paranoia, and the setting is perfect for a classic mystery. Who will be murdered? And who is the killer?

Welcome to Boddy Manor!



## THAT SOUNDS LIKE A CONFESSION TO ME: CLUE AND THE RED SCARE

While the board game itself has no convoluted backstory, the film and stage versions are set in 1954, at the height of the McCarthy hearings. Satirizing political and social hypocrisy, *Clue* makes reference to the political climate of its setting, from mentions of J. Edgar Hoover and the House Un-American Activities

Committee (HUAC) to people's fears of being associated with communism. Post World War II, the U.S. saw a rise in anti-communist sentiment and rhetoric. During this time, Senator Joseph McCarthy and others led a campaign against alleged communists in the

government, arts, and other powerful institutions, often leading to people being blacklisted (many of whom were not actually members of the Communist Party). In 1954, he presided over 36 days of televised hearings, which ultimately led to his loss of favor with the American public.



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